Back

Practice Quiz 8.1

Practice Assignment • 30 min

Your grade: 37.50%

Your latest: **37.50%** • Your highest: **37.50%**

To pass you need at least 70%. We keep your highest score.

Retry

1. Which one of the following is true about the ground in Alice? 1 / 1 point

- (selected) The ground in Alice is rather large, so you can build lots of scenes for your Alice program.
- The ground is just a little bigger than what we see when we start a program. That allows you to create a few scenes for your Alice world.
- The ground in Alice goes on forever in Alice in all four directions, so you can build as many scenes as you want in your Alice program.
- From the initial scene, the only new scenes you can add into this program are to the right, to the left, and forward due to the size of the ground. You cannot add any scenes behind the initial camera position.

Correct

2. Suppose for an adventure game I want to show all the items I have picked up as I move around. What would be the best way to do this? 1 / 1 point

- (selected) Set the vehicle property of each of the objects to the camera.
- Set the vehicle property of each of the objects to a separate object marker.
- Set the vehicle property of each of the objects to an object marker.
- Set the vehicle property of each of the objects to a camera marker.

Correct